EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	424	345/505.ccls.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:47
L2	533	345/506.ccls.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:47
L3	344	345/519.ccls.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:47
L4	0	L1-L3 and (shader)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:47
L5	866	L1 L2 L3 and shader	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:47
S71	0	(unified adj shader) near4 ((color near4 texture) near2 shad$3)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/06/16 12:39
S72	0	(unified adj shader) near4 ((color and texture) near2 shad$3)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/06/16 12:39
S73	0	(unified adj shader) near4 color near4 texture	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/06/16 12:39
S74	98	shader near4 color near4 texture	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/06/16 12:40

S75	16	unified adj shader	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/06/16 12:41
S76	38	unif$4 near3 shader	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/06/16 12:41
S77	1	"6570579".pn.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/06 12:39
S78	39	unif$3 near3 shader	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/06 13:51
S79	64	shader near3 color near3 texture	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/06 13:55
S80	1	"7061495".pn.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/06 14:08
S81	64	shader near3 color near3 texture	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:38
S82	36	unif$3 near2 shader	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:39
S83	17	"unified shader"	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:39
S84	41	unif$5 near3 shader	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:39
S85	180	shader near3 (color and texture)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:39

S86	48	(graphic near3 chip) and (geometry primitive) and pixel and (parallel near3 pipeline) and shader	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:40
S87	54	leather-mark$.in.	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:42
S88	38	S87 and pipeline	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:42
S89	251	(multiple plural $3) near4 (parallel adj pipeline)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:44
S90	26	(multiple plural $3) near4 pipeline and (z adj buffer) and fifo and rasterizer and scan and texture and shad$3	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:44
S91	259	((single near4 chip) with (graphic near4 processor))	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:44
S92	72	S91 and (z near4 buffer)	US-PGPUB; USPAT; EPO; JPO	OR	ON	2009/07/07 15:44
S93	15	(graphic and (geometry primitive vertice vertex) and pixel and buffer and pipeline and shader).clm.	US-PGPUB	OR	ON	2009/07/07 15:45

S94	0	(graphic and (geometry primitive vertice vertex) and pixel and buffer and pipeline and (unif $4 near3 shader)).clm.	US-PGPUB	OR	ON	2009/07/07 15:46

7/7/2009 3:48:11 PM
C:\ Documents and Settings\ mlay\ My Documents\ EAST\ Workspaces\ 10724384. wsp